

33 pages
of
practice &
games!

-CK -

CLOCK

COMPLETE

**~Digraph~
Practice**



Dear Educator,

Thank you for your purchase! This is the fifth of five sets for digraph practice, compatible with OG instruction. This resource may be used in a 1:1 setting, small group or even whole class, depending on your needs.

NOTE: Please pay special attention to the Table of Contents. This is the order of instruction I recommend. It progresses from words and sounds, to sentences and a fully decodable story. Three games are included at the end to use at any point in your instruction. They make great review centers.

If you enjoyed using this set, please be sure to check back for the other digraph sets. I'm adding more throughout the month of Feb-March, 2015. ☺

Thank you so much for choosing my store for your classroom needs. I do appreciate your patronage. Please be sure to leave feedback on this resource. It helps me, future customers, and you'll earn credit towards new purchases!

Sincerely,
Emily Gibbons



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SECOND FILE FOR CK	
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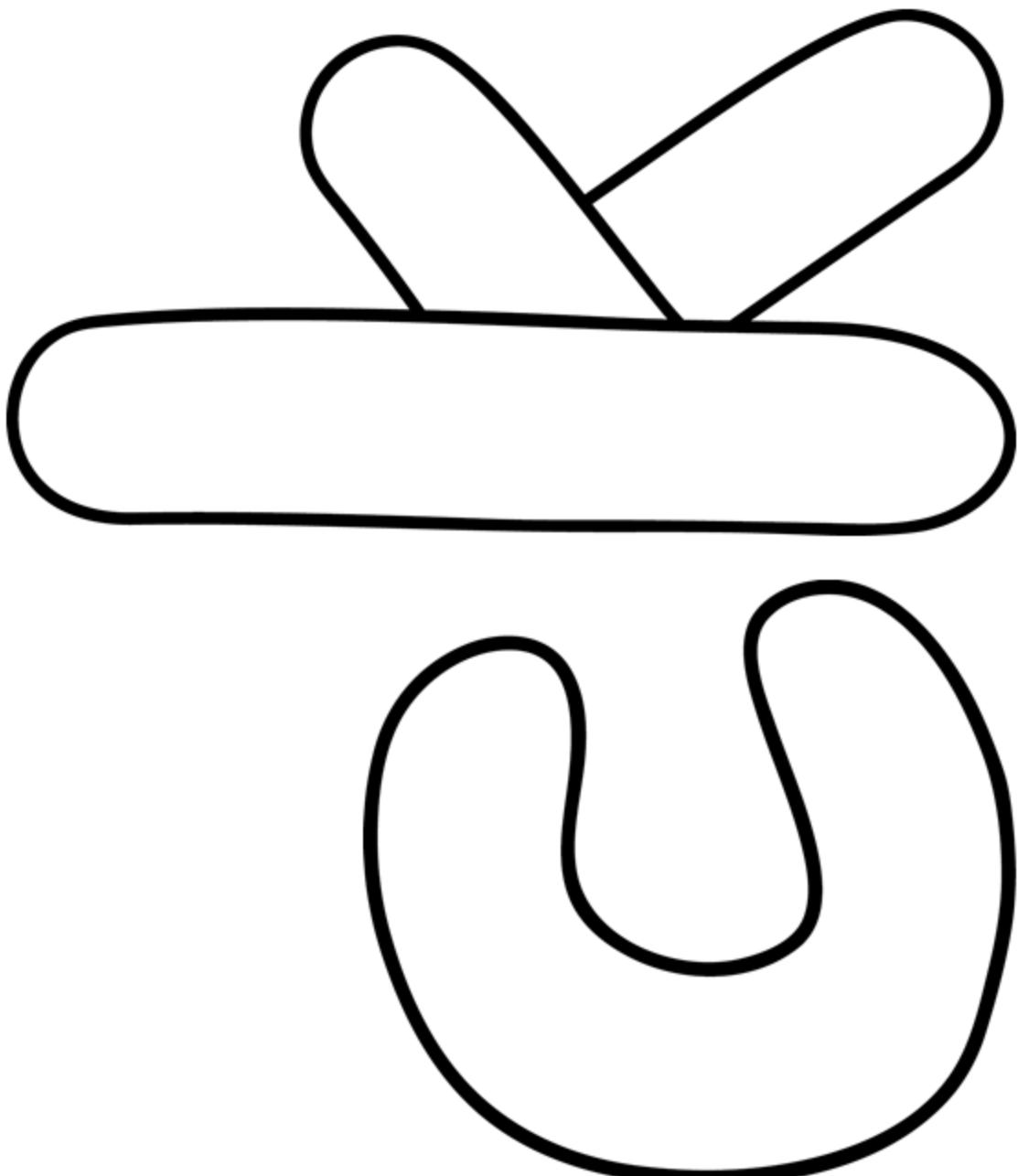




ck

clock

\ k \



-ck

clock

\k\



clock

neck

back

pick

deck

rack

kick

tick

dock

sack

rock

lock

tuck

sock

stick

crack

check

brick

stuck

quack

snack

truck

block

whack

black

Sentences To Read

1. The old clock was stuck on the nine.
2. Snack time will be next to the black truck.

Spelling Generalization

k-ck

- **Use k in a silent e syllable, after a vowel team, after a consonant, or r-controlled vowel.**
- **Use ck after a short vowel in a one syllable word.**

Name: _____

Date: _____

Tap it out!

Directions: 1. Read the word.

2. Say each sound in the word.

3.. Tap one box for each sound in the word.

Word	1	2	3	4
back				
stick				
check				
truck				
puck				
clock				

Name: _____

Date: _____

Find The Digraph!

Directions: 1. Read the word and highlight k or ck in each word.
2. Check the 'k' column if the word is spelled with k
3. Check the 'ck' column if the word is spelled with ck.

Word	k	ck
trick		
plank		
crack		
hike		
bonk		
deck		

Name: _____

Date: _____

Missing Letters

Directions: 1. Say the name of each picture.
2. Fill in the missing letters.

1.



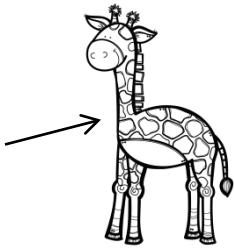
so _____

2.



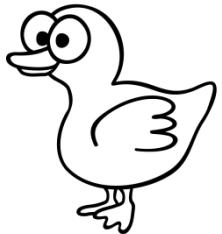
si _____

3.



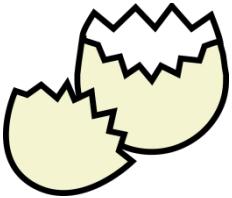
ne _____

4.



du _____

5.



cra _____

6.



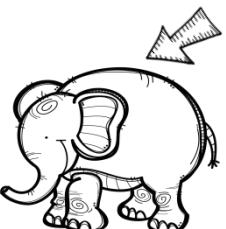
bu _____

7.



blo _____

8.



ba _____

Name: _____

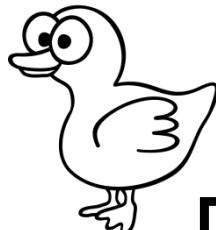
Date: _____

Letter Boxes

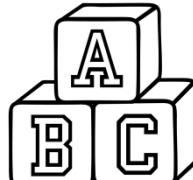
Directions: 1. Say the name of each picture.

2. Fill in the missing letters in the boxes.

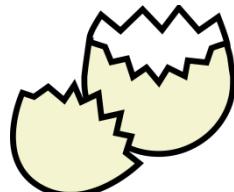
1.



2.



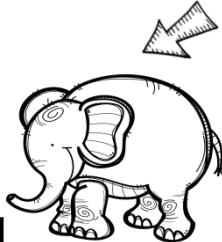
3.



4.



5.



6.



7.



8.



Name: _____

Date: _____

Matching: Match the word in the first column to a rhyming word in the second column by drawing a line.

check

buck

slick

kick

track

lock

luck

deck

mock

whack

pick

brick

Choose one rhyming pair and write each one in a sentence.

Sentence Strips

Jake left the snack on the desk.

Tuck the pink cupcake in the box.

Drive to the old shack on the hilltop.

The duck will peck by the old pond.

Check the clock and jot the time.

Lock the safe in the bank.

Will Jack take the black trunk?

Mack said, "Sing the tadpole song."

Name: _____ Date: _____

1

2

3

4

5

6

7

8

Name: _____

Date: _____

Fill In The Blanks

Directions: 1. Read the words in the word box.

2. Fill in the blanks with the correct word.

smack

clock

luck

neck

brick

track

1. Did Brad check the _____ on time?
2. "My _____ feels a chill," said Mom.
3. We had bad _____ with that game.
4. "_____ it in the net!" He did yell.
5. Did Frank run on the _____?
6. The last pig made a home with _____.

Duck At The Pond

Jack and Mack were at the pond. The pals did spot an old duck. It did not fly. It did not swim, but it did quack. A stone broke the duck's wing. The old duck did try to flap, but did not fly. "Quick! Let's help the duck!" said Jack. "Yes! Let's get help!" said Mack.

Jack will drive the old truck to pick up Dad. Dad is a vet. "Dad!" said Jack. "A duck is lame. Take the vet kit to help it get well." Dad will help the duck. Jack and Dad drove back to the pond.

Jack, Mack and Dad did check the old duck's wing. Dad will take the duck in the truck to fix the wing. "Thanks, Dad!" said Jack.

Blackout!

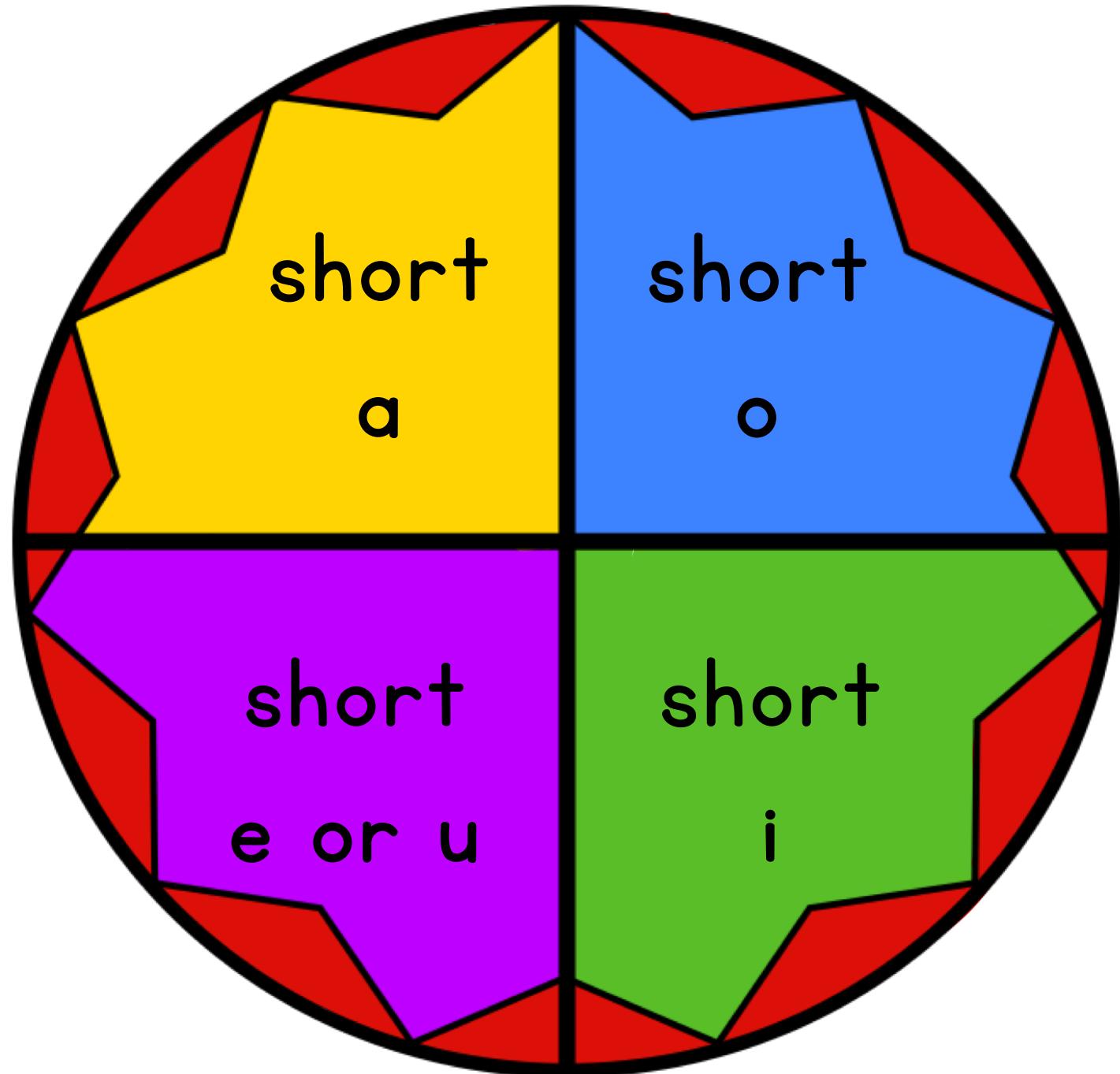
Be the first to cross out all the boxes.

Materials: Spinner, Blackout game board, paperclip and pencil for spinner

Directions

1. Decide who will go first.
2. Spin the spinner.
3. Look on your board and find ONE word that matches the words on the spinner space.
4. If your partner agrees with the word you chose, you may cross that word out.
5. If you were incorrect, please try again.
6. Players switch turns and repeat directions 2-5.
7. Keep playing until you cross out every word on your game board.

Blackout!



Word Cards

clock

kick

rock

stick

brick

block

crack

pack

snack

check

neck

duck

truck

buck

quack

trick

flock

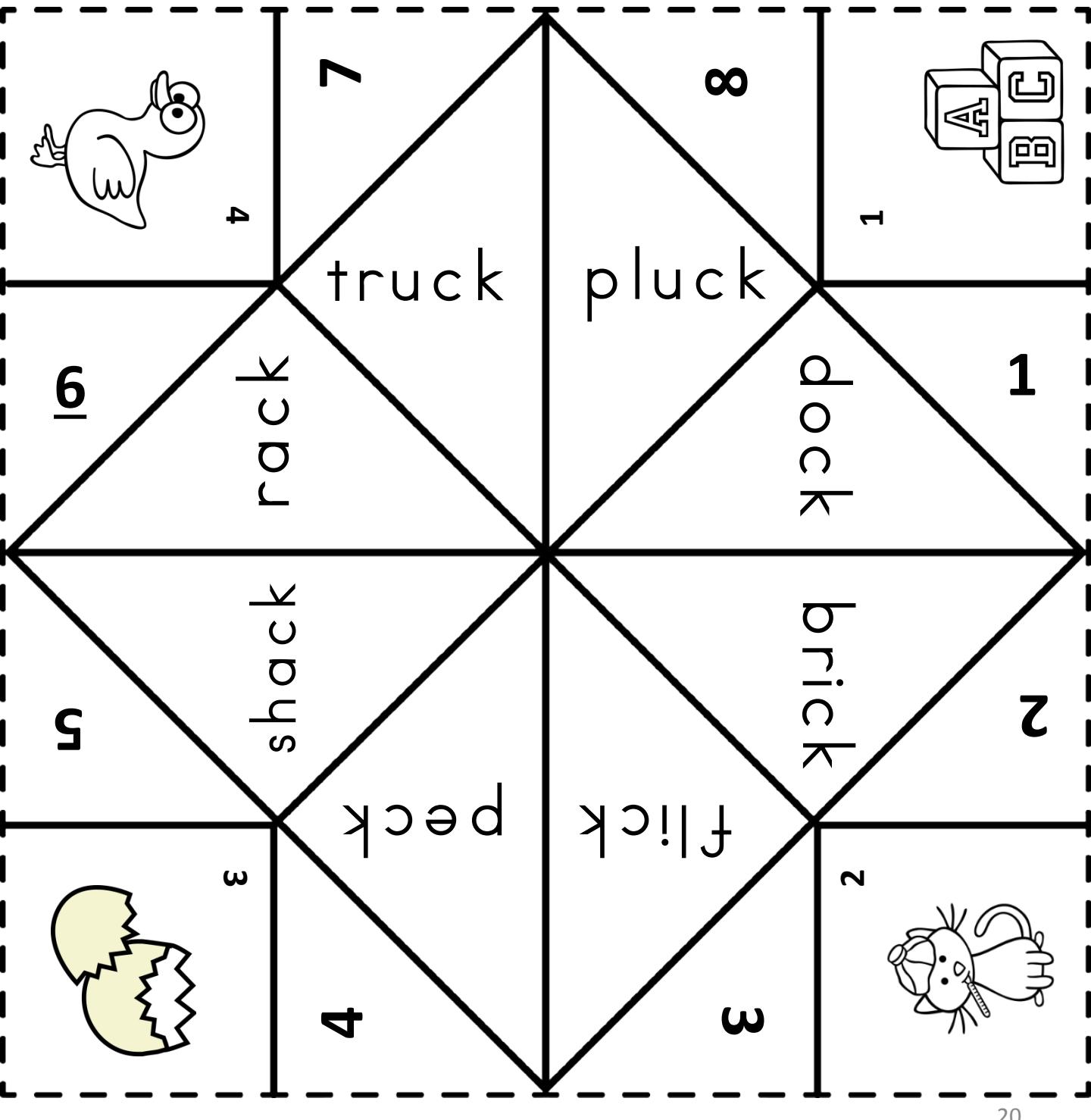
deck

puck

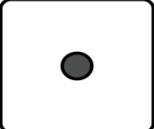
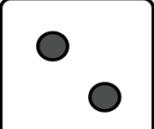
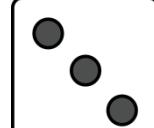
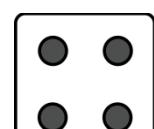
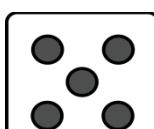
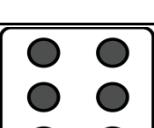
rack

Digraph Cootie Catcher

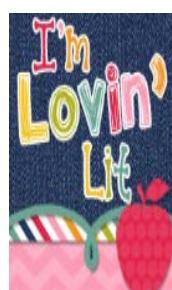
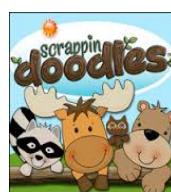
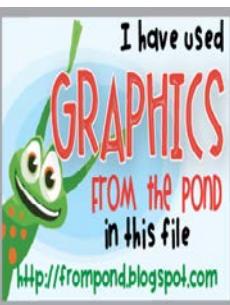
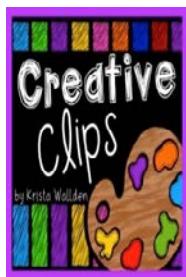
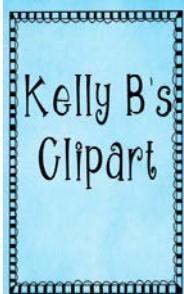
To play: 1. Choose a number. Open and close the cootie catcher back and forth that number of times. 2. Choose a number. Open and close the cootie catcher back and forth that number of times. 3. Choose a number and open the flap. 4. Read both words. 5. Choose one word to spell. 6. Play again.



If, then Dice Game

If you roll a...	Then...
	Rhyme Time! Draw a circle around a pair of rhyming words with a connecting line.
	Write it! Choose two words to write on a white board.
	Circle it! Draw a circle around a word with a digraph.
	Reading Lines! Read two lines of words.
	Mystery Word! Make up a clue about a word and have someone guess which word you're thinking of.
	Let's Read! Read the sentences.

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